

2018 DESIGN SYMPOSIUM

cape

Campus
Asia
Plant
Environment innovation

CHIBA, JAPAN



CHIBA UNIVERSITY

2018 WINTER DESIGN WORKSHOP

JAPAN



- Theme

To suggest a variety of designs for senior citizen through the discussions between Korea and Japan that have entered the aging society.

- Context

01



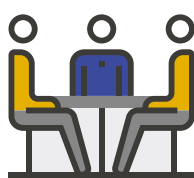
Japan Korea
Professor & Student
Communication

02



Understanding
of Chiba
In Japan

03



Joint Research
on Aging society
in both countries

- Teams

Students were divided into the eight teams.
(From A to H)

Abbreviations :
CU - Chiba University
KU - Kookmin Yniversity



A

Members

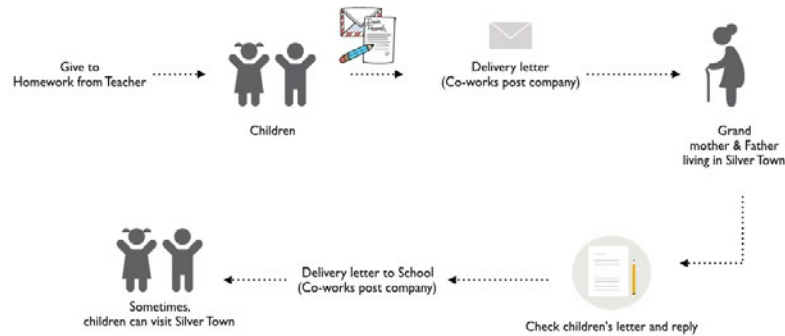
- Eri SESHIMO - CU
- Aoi TANAKA - CU
- Virginia RHODES - CU
- SU XIAOMEI - KU
- Hyemin LEE - KU

'My Grey Hair Friend'

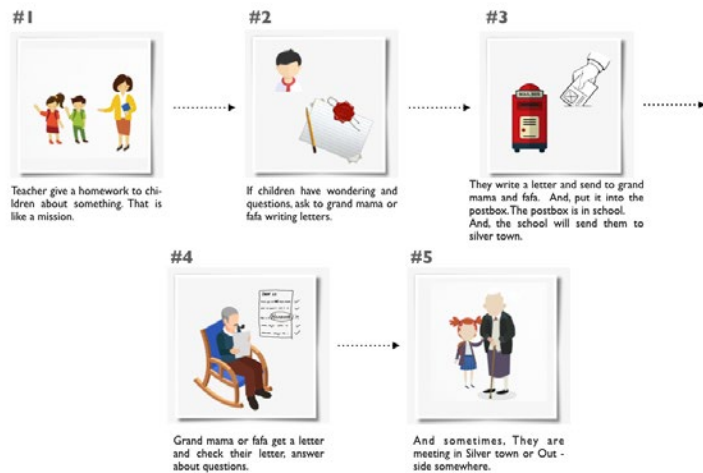
To share experience and communication service using 'Letter' like penpal

- What** To share experience and communication service using 'Letter' like penpal
- Who** Children 5 ~12 age / Elderly living in Silver Town 65 ~ 102 age
- Where** Between Kindergarten or Elementary School and Silver Town
- How** Children have a homework that to send a letter to grand mother or father. The School deliver their letters to silver town. Grand mother and father get a letters and check children questions or sentence
- Value** Children get various knowledges, learn the society and understand others. Elderly feels happy and prevents dementia as checked children letters

Service Flow

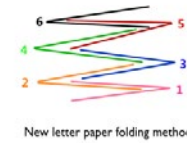


User Scenario

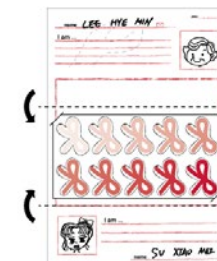
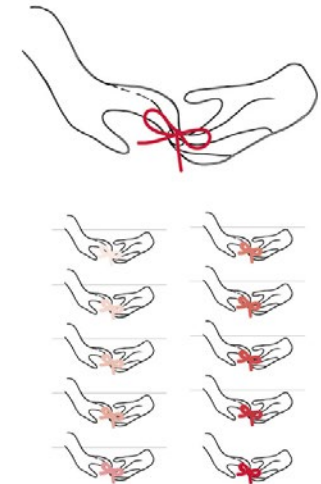
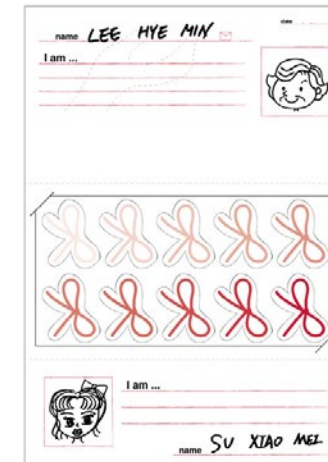


Design

< Post box Design >



< Letter Design >

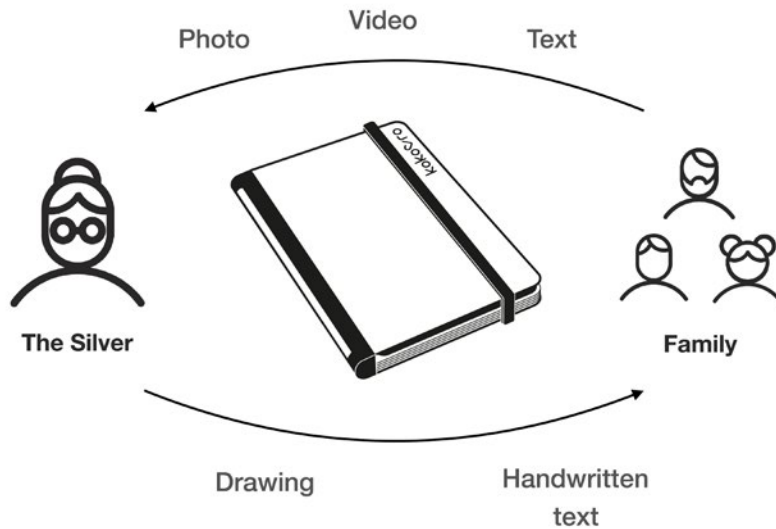


B

Members

- Brenda OJANGUREN - CU
- Sai NAKAJIMA - CU
- Sungju Park - KU
- Ying Luo - KU

How to use?



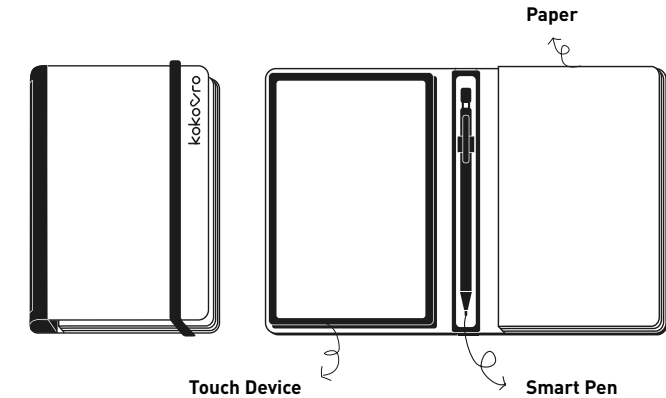
It is a two-way communication device. The silver user can draw on the paper and the drawing is simultaneously transferred to a digital image which can be sent to their family's smartphones. At the same time, the silver user can receive photos and videos sent from his/her family's smartphones or PCs.

Design

< Logo Design >



< Device Design >



< Interface Design >



The interface for the elder is intuitive and has very simple functions to make it easier for the silver to understand it. On the other hand, the smartphone app for the young family members gives them more options to send small text, videos or photos, as well as creating a profile so the seniors can recognize them easily.

C

Members

- Atsuro MIYAKO - CU
- Julian GREGORY - CU
- Tang XiaoXue - KU
- Liu LIAN - KU
- Chae Moon Yoo - KU

Design

'Would you?'

Would you come live with us? Live and Enjoy together

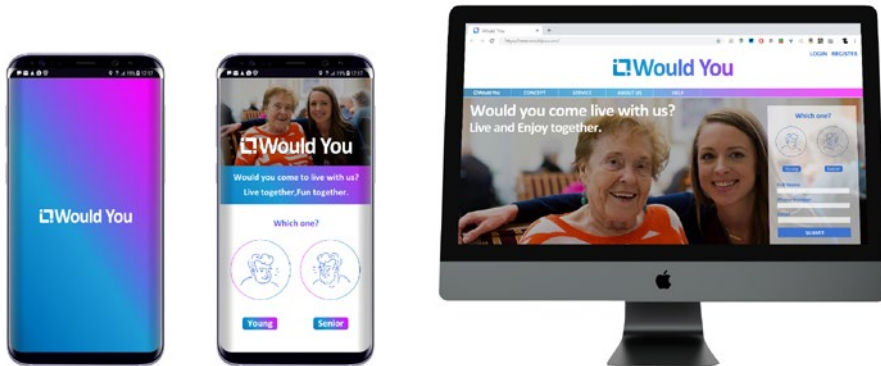
- What** Learning & Sharing each other
- Who** Middle grey (71-80), Chiba University students
- Where** Sharing space
- How** Making a new place to be a better communication between the students and Grey at the place, so they understanding and getting more closer each other
- Value** Better communication to each other and Sharing their own knowledge

< Logo Design >



The logo mark circle represents young people and elderly people. They are connected to each other, forming a room

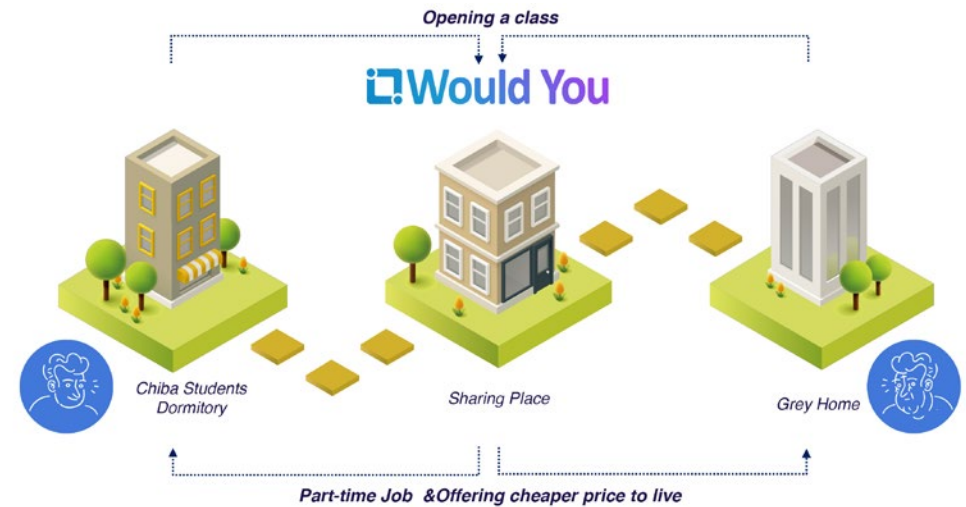
< App, Website Design >



Service



Build a Grey`s home next to the univ. students dormitory and create sharing space between the buildings. some grey don`t like living among the elderly, but this house is not only grey



< Teach & Learning >

- Everyone can open a class in what they interested in
- They can earn tuition
- They make an artwokr together
- They need to pay a liile tuition

D

Members

David PECH - CU
 Kiri ASAKURA - CU
 Amanda Faelth - KU
 A-Young Hwang -KU

Design

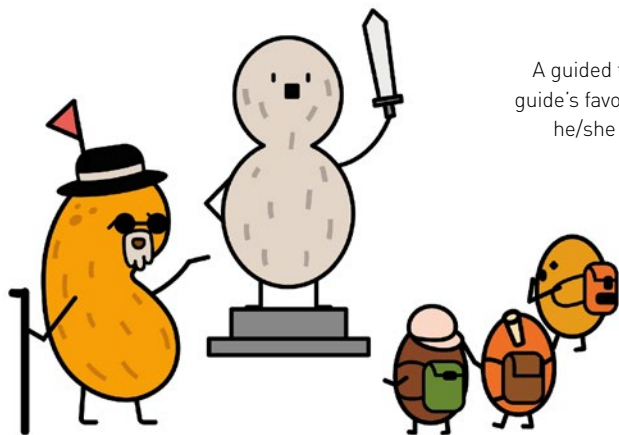
Service

'Machi no sensei Tourist Centre'

Where elderly people volunteer, and take care of tourists and visitors

- What** A physical place that creates community
- Who** Elderly people who want volunteer for the community
- Where** Around the town
- How** Using the knowledge of the elderly to create jobs that help the village.
- Value** They get to meet new people, both from the town and from outside. They would feel useful and valued for who they are Health issues are dealt with in a positive way

< Logo Design >



01. Guide Tour

A guided tour to some of the guide's favorite places or what he/she thinks are defining places of the town

Service

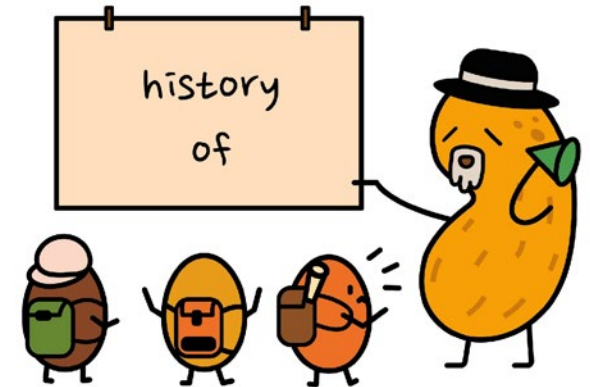
02. Cooking

Town have special dishes, or certain products, that they are famous for. The elderly running this activity are experts and will teach you how to prepare them.



03. Storytelling

Sharing knowledge about the city through storytelling. Getting to know about the town history.



04. Souvenir

Postcards, and souvenirs are the way of most tourist centres to get some revenue.



E

Members

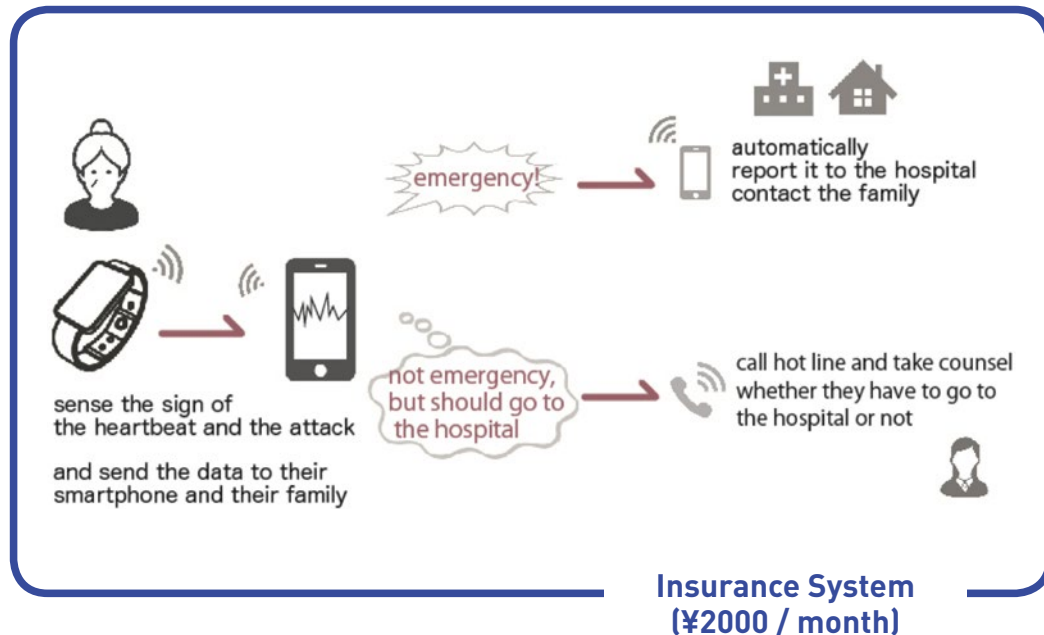
- Remi ANDO - CU
- Keiyu SAKURAI - CU
- ZHAO YUQI - KU
- Yao XiaoDong - KU

'Holistic Healthcare Plan'

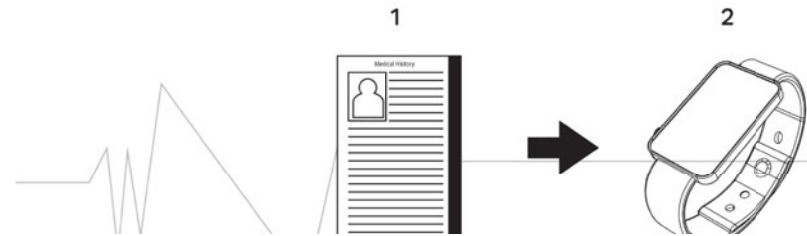
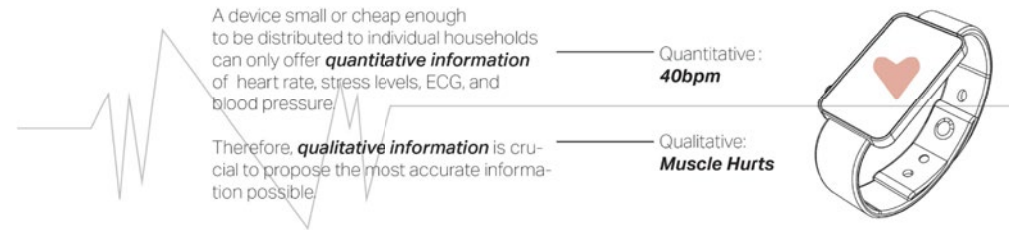
a digital care system for potential medical emergencies

- What** An digital care system that will allow elderly residents to be prepared for potential medical emergencies
- Who** Elderly people who hesitate about going to hospital
- Where** In their home
- How** Sense the sign of the heartbeat and the attack and send the data to their smartphone and their family
- Value**
 1. Automatically report it to the hospital contact the family
 2. Call hot line and take counsel whether they have to go to the hospital or not

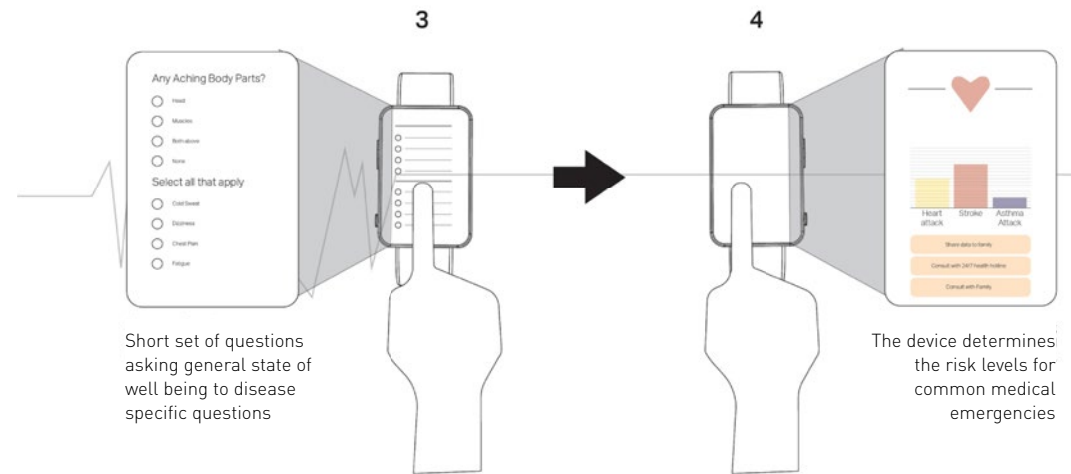
System



Design



Medical records are pre-loaded for the device to be able to give correct



Short set of questions asking general state of well being to disease specific questions

The device determines the risk levels for common medical emergencies

F

Members

- Zi-Yun Hong - CU
- Malin CARLSSON - CU
- Chiho KOJIMA - CU
- Wen-Qi Wang - KU

'Oh! Friend'

Social activity application design for elder people

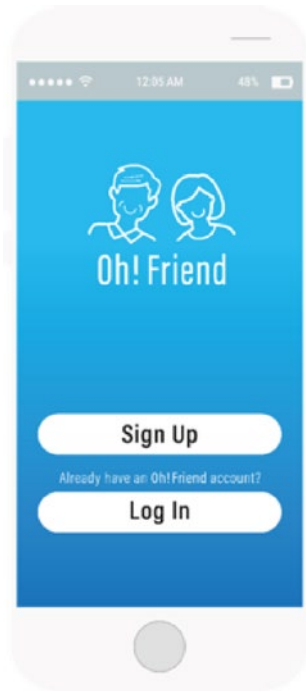
- What** Application design for social activity
- Who** Elder people who want to join social group
- Where** In their space
- How** They can connect with their family, join social activities, active invitation, expand social circle through using this app
- Value** They can restore the vitality of life through joining the social community

Design

< Logo Design >



< App Design >



Design



G

Members

Estefania LOPEZ - CU
 Clara CHANTELOUP - CU
 Yuki KAWAMAKI - CU
 Lin Yicheng - KU

Design

'Memory Loss Issues Music Therapy'

Product + service that treats mental loss issues

- What** Product + Service design about music therapy program
- Who** Memory loss patients (early stage) in denial of their condition
- Where** Music therapy space or elderly people`s home
- How** Music therapy is implemented on elderly`s everyday life activities, triggering reminders about the task he/she should be focusing on or memories about beloved persons and/or places.
- Value** They can prevent memory loss and enjoy their life

< Passive Therapy >

QR code scanned by the family or a therapist, that provides them an interface with :

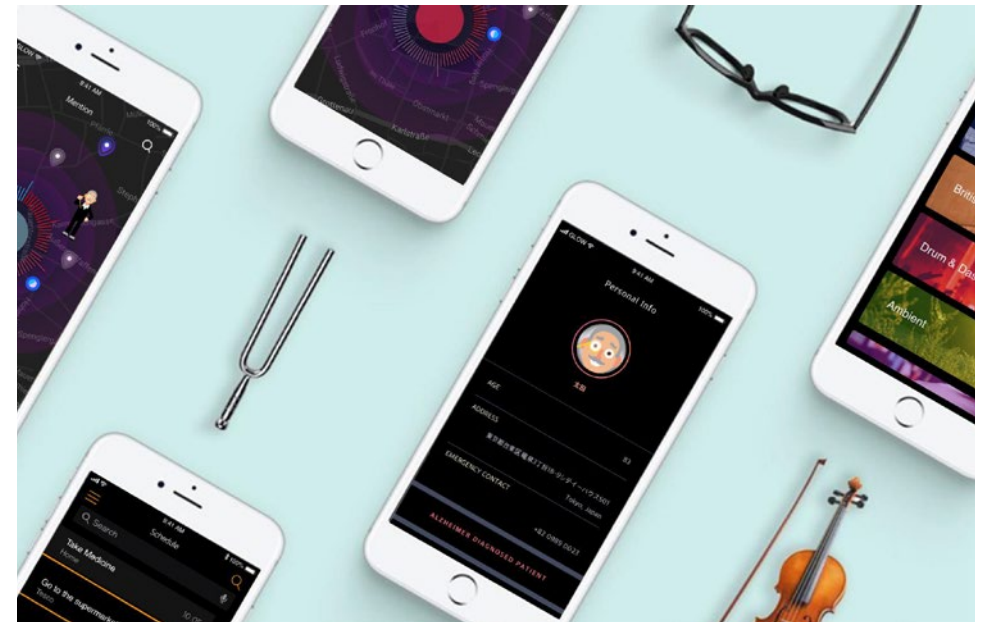
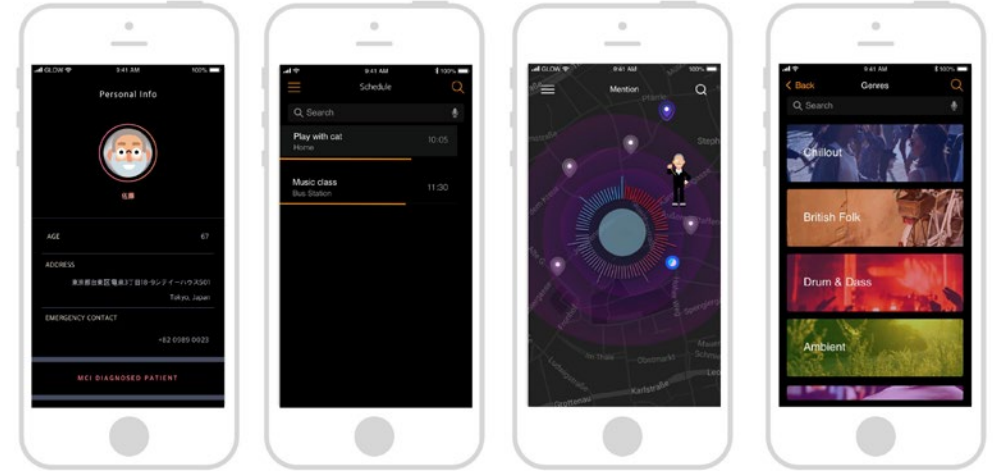
- Personal information about the elderly person
- Emergency contact
- Health condition information
- Daily activities schedule
- Playlist related with activities



Design

< Passive Therapy >

A music therapist can adapt the music program according to the patient memory conditions. If necessary, the therapy can evolve to an active one, involving senior citizens with playing instrument activities.



H

Members

- Chien-yu Kan - CU
- Rena TSUYUZAKI - CU
- Wonbo KO - CU
- Julia CALZAROSSA - CU
- Feng Ziyu - KU

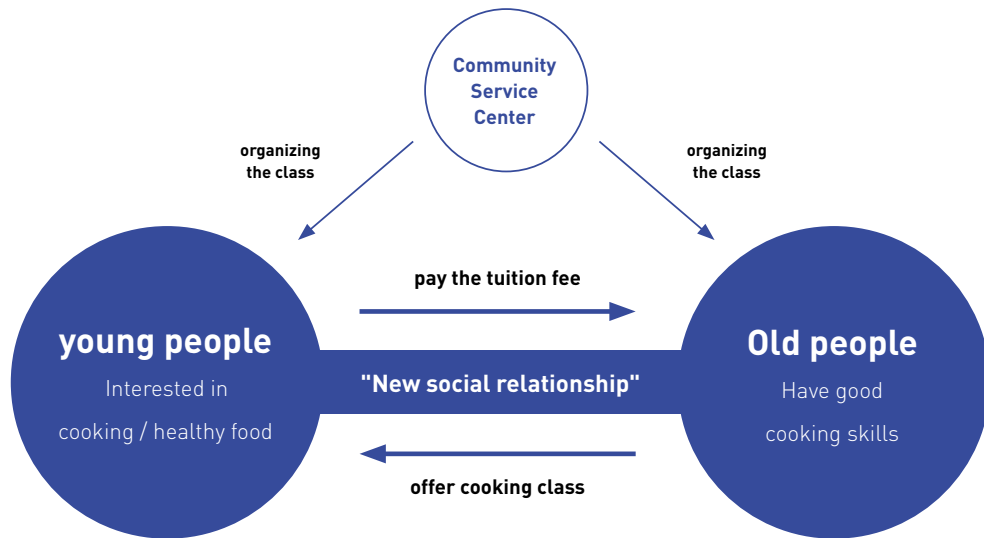
'Homemade food Cooking class'

taught by seniors to young people

- What** Homemade food cooking class
- Who**
 - Elder people who have good cooking skills
 - Young people interested in cooking, healthy food
- Where** Community service center
- How** Gathering at the community center, learning about homemade healthy food seniors and eating together, exchanging together
- Value** Increase social communication / create jobs for senior / bring seniors to feel accomplished and helpful / support healthy life style

Service

< Service blueprint >



How to

01

Recruiting



The Community service center recruits seniors who have a good experience of cooking and know about eating healthy

02

Communication



The Community service center shares the information about the class on their website or through pamphlets

03

Enrollment



Participant who wish to enroll to the classes should subscribe and pre-pay on the community center's we page. That money will then be shared will the seniors

04

Preparation



The seniors will then organize the class, including the preparation such as the gathering of the materials

05

Gathering



Gathering to the community center, participants and organizers meet and begin the class, learn from eachother

06

Cooking



Seniors will share their knowledge, experience and skills. People then exchange points of view, recipes and tips to cook again at home

07

Preparation



Seniors will receive money for their service and participation from the community center

08

Gathering



Maintainance of good relationships in the local community, making generations meet and exchange

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KMU 국민대학교
KOOKMIN UNIVERSITY

2018
DESIGN SIMPOSIUM
CHIBA, JAPAN

DEC. 12 - 15, 2018

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